

Competitive Minesweeper in Java

Problem Statement:

Traditional minesweeper lacks any way to determine better players, or to set up non-random game-play boards. We propose a competitive multiplayer version of minesweeper, in which two players will connect over a network, set up each other's board, and then compete to determine who can get the better score.

Project Objectives:

- Develop an interface to set up a board for another player.
- Allow saving of boards.
- Develop an interface to play the game.
- Add networking capability to play with friends.
- Add a leaderboard to determine the best players.

Stakeholders:

The developers, the project coordinator, minesweeper players, and social gamers.

Project Deliverables:

The project will be a Java applet that can be run as a desktop application or embedded in a web page. We will need to deliver both the front end interface and the networking capability.